

Sears

TELE-GAMES®

STELLAR TRACK

GAME INSTRUCTIONS



FOR 1 PLAYER

SEARS, ROEBUCK AND CO.

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NOTE: Always turn the console POWER switch OFF when inserting or removing a Tele-Games® Cartridge. This will protect the electronic components and prolong the life of your SEARS Video Arcade™.

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1. HISTORY OF THE INTERSTELLAR CONFLICT



It is 2000 years since the unification of our planet and we "Terrans" have peacefully excelled in art, philosophy, and science. Our technology has mastered all but one problem, the hyperwarp drive (which would enable us to travel to other planets). Trapped in our own solar system for lack of the hyperwarp drive, there seems to be no way out until we are discovered by extraterrestrial life. These "Aliens" are anxious to trade their hyperwarp technology for

Terran art and science to revitalize their stagnant culture.

As time passes we Terrans expand our empire through interstellar trade and the use of hyperwarp technology. Increasingly the Terrans and Aliens compete over the riches in the universe. We develop phased energy weapons (PHASORS) and force shields, while the Aliens insist on escorting their merchant envoys with warships. Tension begins to grow.

The Terran government, directed by the House of Viceroys, decides to build an indestructible Starfleet and two Galactic Starbases to insure cosmic military supremacy. With the invention of a deadly photon-launcher and the virtual invisibility of the starbases (their location is a closely guarded secret), we Terrans feel that a single Super Warship can keep the scattered Alien fleet in check. You are

the captain and sole commander of that warship.

While the Viceroys are relaxing and confident of our military superiority, the Alien Council of Elders rule that the Terran culture has to be destroyed. This is to be done before Alien dominance in the heavens is lost. As the Terran Starship Commander, you must throw back the Alien invasion.

2. MISSION OBJECTIVE

The object of your mission is to destroy the Aliens in the galaxy with PHOTONS or PHASORS before they destroy you. If you run out of time (STARDATES) or fuel (ENERGY), we Terrans are lost!

NOTE: The complexity of STELLAR TRACK will make it necessary for you to periodically refer to this manual during your first several missions. It's also a good idea to use a note pad and pencil to keep track of vital information during each mission.

3. CONSOLE CONTROLS

GAME SELECT/game RESET: These switches both have the same function, which is to randomly select the size of a new mission. There are two factors which vary with each mission. One is the number of STARDATES you have and the other is the number of

Aliens you must destroy to win. Press down either switch to change and/or select the size of each mission. Continue depressing either switch until you select the size mission you want.

HINT: The best missions to start out with are those with

approximately 25 to 35 Aliens, and the most STAR-DATES you can find.

RIGHT and LEFT PLAYER SKILL Switches

RIGHT PLAYER SKILL Switch: This switch controls your shield strength or damage probability. In the NOVICE position, the probability of damage is lower. In the EXPERT position, the

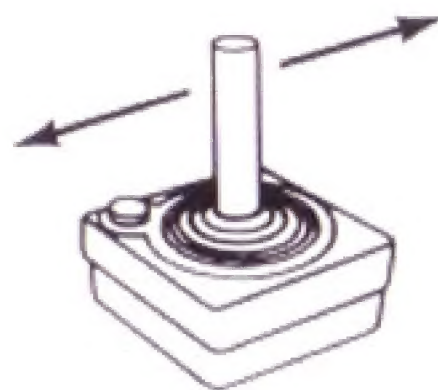
probability of damage is twice as high.

LEFT PLAYER SKILL Switch: This switch controls your phasor strength. In the NOVICE position, your PHASORS, or energy units, are twice as powerful as the Alien's phasor strength. In the EXPERT position, your PHASORS are equal in strength to the Alien's phasors.

4. USING THE JOYSTICK

Use one of your Joystick Controllers with this Tele-Games® Cartridge. Be sure to plug the controller cable firmly into the left jack at the back of your Video Arcade™. Hold the controller with the red button to your upper left toward the television screen. See page 4 of your owner's manual for further details.

MOVE LEFT
GALAXY MAP
WARP
STATUS
SHORT RANGE (SR)
SCAN
PHOTON
PHASORS
LONG RANGE (LR)
SCAN



MOVE RIGHT
GALAXY MAP
LONG RANGE (LR)
SCAN
PHASORS
PHOTON
SHORT RANGE (SR)
SCAN
STATUS
WARP

Figure 1. Joystick Usage for Mission Commands

command is displayed (flashing) on the screen as you move the Joystick right or left.

You won't know which commands to use (and especially in what order to use them), until you learn more about each one through these instructions. Remember for now that when the command you

want to use is displayed on the screen, you must press the red controller button to enter it.

NOTE: Also keep in mind that you must press the red controller button whenever you are finished reading a particular display and are ready to continue with another command.

5. MISSION OVERVIEW

So far you've been given some basic information on (1) the history of the war; (2) your overall mission objective; (3) how to select the size of a mission; (4) how to get the mission started; and (5) how to use the Joystick to display the various commands.

This information alone addresses only the beginning of your mission. Now you must learn how and when to use each command. You must also learn how to deal with other mission factors, such as the difference between a quadrant and a sector, what a starbase can do for you, and so on.

Quadrants/Sectors

The galaxie is divided into 36

quadrants, and each quadrant is divided into 64 sectors. It may help to think of the quadrants as states, and the sectors as cities within those states (quadrants).

The general flow of your mission is as follows:

- (1) Use the LONG RANGE (LR) SCAN to see which quadrants contain Aliens and/or starbases.
- (2) Use the WARP command to travel or jump among the quadrants and sectors as you go after Aliens and starbases.
- (3) Use the SHORT RANGE (SR) SCAN to see which sectors

contain Aliens and starbases.

- (4) Use PHOTON/PHASORS to destroy Aliens.
- (5) Use the STATUS command to keep track of Aliens remaining, time left (STARDATES), ENERGY remaining, and damage to your ship.
- (6) Use starbases to refuel and repair damage to your ship.
- (7) Use the GALAXY MAP to coordinate the entire mission.
- (8) Use a note pad and pencil to keep track of all of the above.

NOTE: All commands and other mission details are explained in greater detail later in these instructions.

If you destroy all the Aliens, your mission is successful and you receive a ranking (CADET, ENSIGN, LIEUTENANT, CAPTAIN, COMMODORE or ADMIRAL). Rank-

6. GALAXY MAP

The GALAXY MAP is a 6x6 chart which starts out empty at the beginning of each mission. Each time you scan

ing is based on how much time and energy it takes you to destroy the enemy. The less you use, the higher your ranking. You're ranked at the end of a mission regardless of how it ended. Naturally, if you saved the galaxy, your rank tends to be higher. However, if you waste resources to win, you might still be reduced to CADET!

If you run out of time (STARDATES) or fuel (ENERGY), the Terrans must surrender to the Aliens.

IMPORTANT: The color of the screen tells you who or what is in the quadrant you are currently occupying.

GREEN = empty
RED = Aliens
GREY = starbase

When you are in a quadrant containing both Aliens and a starbase, the screen will be red. Once you destroy the Aliens in that quadrant the screen will turn grey.

one of the 36 quadrants, that quadrant will show up on the GALAXY MAP the next time it is displayed. A scanned

quadrant shows a two-digit number on the GALAXY MAP. The left digit indicates the number of Aliens in that quadrant. The right digit tells you whether a starbase exists in that quadrant (See Figure 2).

As an example, an entry of 21 indicates two Aliens and a starbase in the quadrant. Keep in mind that although some commands use time or energy, calling the GALAXY MAP is completely free.



Figure 2. GALAXY MAP

7. LONG RANGE (LR) SCAN

CAUTION: The LR SCAN looks similar to the GALAXY MAP, and it is easy to confuse the two of them.

The LR SCAN is a 6x6 chart which shows the contents of the quadrant you are in, plus all adjoining or adjacent quadrants. As with the GALAXY MAP, the information is presented as a two-digit number. The left digit tells you the number of Aliens in the quadrant; the right digit tells you whether a

starbase exists in the quadrant. (See Figure 3).

The LR SCAN does not use energy or startime. However, when you are in a quadrant with Aliens, they will fire at you (one by one), after you use the LR SCAN.

Note that the LR SCAN shows adjacent quadrants while the GALAXY MAP cumulatively displays all quadrants you have scanned.

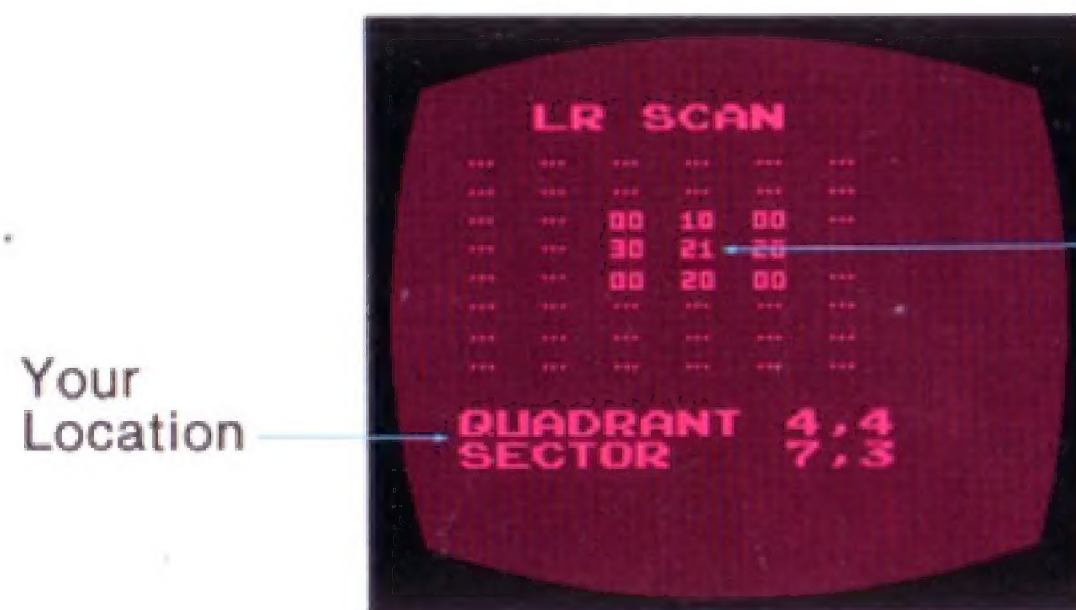


Figure 3. LONG RANGE (LR) SCAN

8. SHORT RANGE (SR) SCAN

Each quadrant contains 64 sectors. The SR SCAN is an 8x8 chart which enables you to see exactly what is contained in your quadrant by showing you what is in each of the 64 sectors. Figure 4 shows you what you might find in a typical SR SCAN, as well as what the various objects look like. A SR SCAN

fills in the GALAXY MAP for the current quadrant only.

You must use the SR SCAN to find out exactly where the enemy is, or where a star-base is. It does not use energy or starttime, but like the LR SCAN, any Aliens in your quadrant will fire at you (one by one) after you use it.

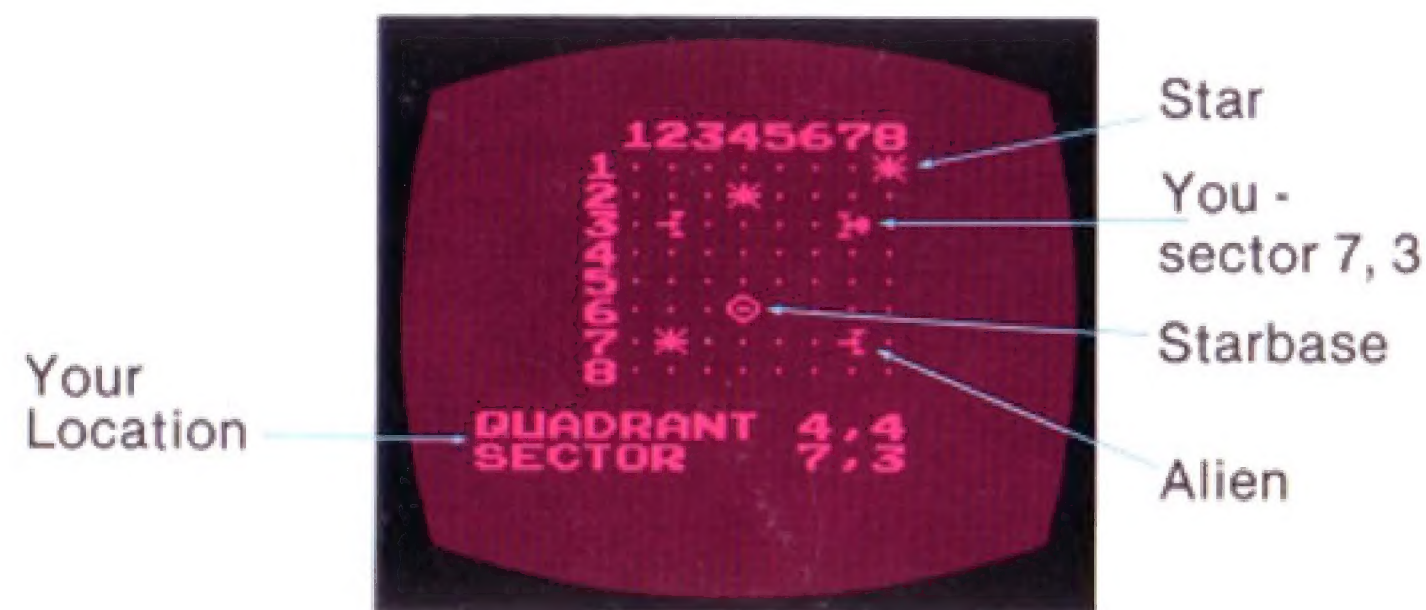


Figure 4. SHORT RANGE (SR SCAN) SCAN

9. WARP

The WARP command is used to move your ship from one quadrant to another, or from one sector to another. Using the WARP command is expensive—it uses STARTIME and ENERGY.

Warping among quadrants—STARTIME used = one STAR-DATE for each quadrant jumped
ENERGY used = 100 units for each quadrant jumped

Warping among sectors—This maneuver costs 10 units of ENERGY for each sector jumped, but uses no STARDATES.

How to WARP:

1. Using your Joystick, display the WARP command on the screen.
2. Then enter the COURSE number, which is the direction you want to travel. This is done by moving the Joystick right or left. There are eight possible directions to move (with corresponding numbers), as shown in Figure 5.

When the number you want is displayed (flashing) on the screen, press the red controller button to enter it.

3. Next enter the FACTOR numbers, which represent the distance in quadrants

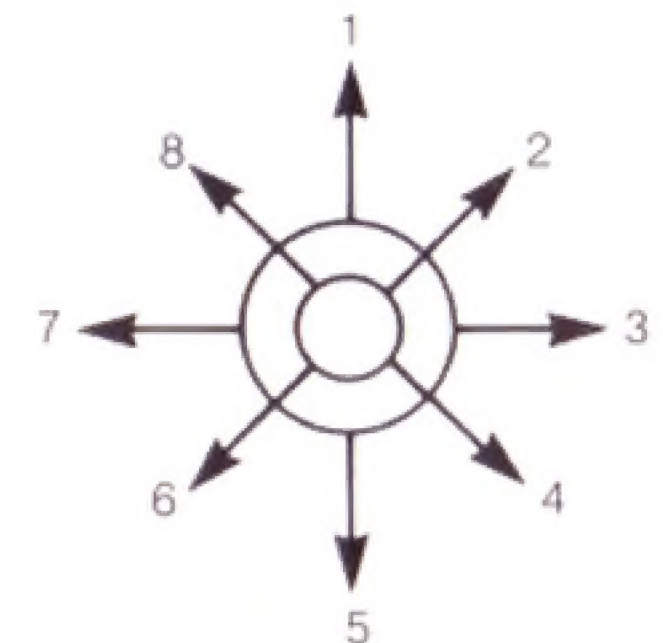


Figure 5. WARP Direction (COURSE) Numbers

and sectors you want to travel. Move the Joystick right or left to change the numbers on the screen. Then press the controller button to enter the numbers. The first (left)

number indicates how many quadrants you want to jump. The second (right) number indicates how many sectors you want to jump.

Remember, when moving within the same quadrant (sector to sector), you must enter "0" for the first number since you do not want to move quadrants, only sectors.

WARNING: You cannot WARP through a star in your

quadrant. If you try, you will lose the stardates and energy required for that WARP.

When you successfully WARP into another quadrant the STATUS report automatically appears on the screen. If you fail to WARP successfully, you will hear a loud buzz sound and the screen will remain unchanged (you tried to warp through a star).



Current Location (4, 4)

Before WARP



New Location (2, 2)

After WARP
COURSE 8
FACTOR 2, 0

Figure 6. Before and After WARP Example

10. PHOTON TORPEDO

Your PHOTON Torpedoes are one of two weapons you have to destroy the Aliens.

The other weapon is your PHASORS, explained in the next section.

You start with nine torpedoes. All nine torpedoes are automatically replaced whenever you dock at a starbase. See Section 14—STARBASE DOCKING.)

There are eight different directions (COURSES) you can fire PHOTON Torpedoes (see Figure 7). Your ship must be directly in line (right, left, up, down or diagonally) with an Alien to successfully hit it with a torpedo (see Figure 8). You cannot shoot through a star or out of one quadrant and into another.

How to Use:

1. Select the PHOTON command using your Joystick.
2. Enter the COURSE (direction) number in the same manner you enter the WARP COURSE number.

3. Press the red controller button to fire.

Using your PHOTON Torpedoes requires no ENERGY or STARDATES. The Alien is always destroyed when hit by a PHOTON Torpedo. Any undestroyed Aliens in the quadrant will fire back after you use a PHOTON Torpedo.

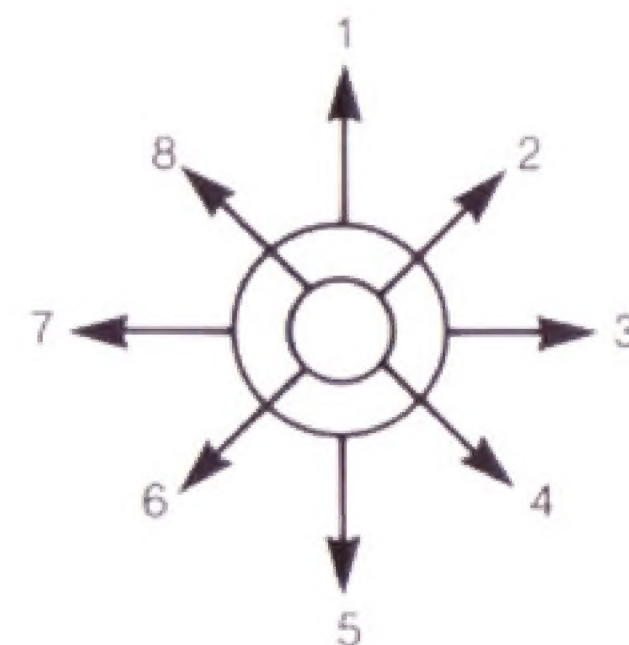
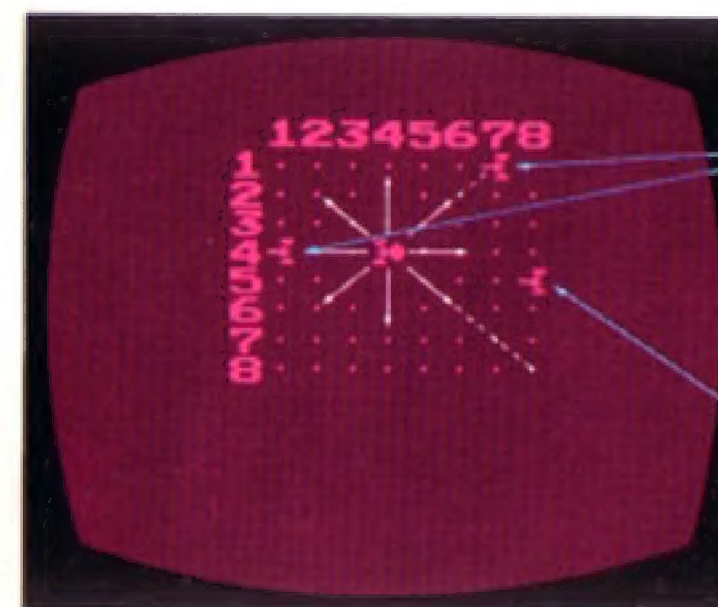


Figure 7. Firing Direction (COURSE) Numbers



These Aliens in line—Torpedo will hit.

Must WARP to new location to get this Alien in line.

Figure 8. Torpedo Directions

11. PHASORS

Your PHASORS are an energy weapon. A PHASOR blast can cause damage, or destroy an Alien if strong enough. You must hit an Alien with more energy than he has to destroy him. (All Aliens start with 99 units of energy, see Section 15—ALIENS.)

YOU DO NOT HAVE TO BE DIRECTLY IN LINE WITH AN ALIEN (AS WITH PHOTONS), TO DESTROY OR DAMAGE HIM WITH PHASORS.

The power for your PHASORS comes from your ENERGY supply. Think of your PHASORS as a flashlight beam with great power close and less power further away. The closer the enemy, the less power you need to destroy him.

How to Use:

1. Select the PHASORS command using your Joystick.
2. Assign the energy (PHASOR UNITS TO FIRE?) using a three-digit

number. You must enter three numbers for it to work. The energy fired will be deducted from your ENERGY supply.

3. After entering the last (third) number by pressing the red controller button, the PHASORS will automatically fire.

You must fire once (press the red controller button) for each Alien in the quadrant.

After firing your PHASORS you receive a message saying ALIEN DESTROYED, or,

1. How much energy hit the Alien. (UNIT HIT)
2. The coordinates of the Alien that was hit.
3. How much energy the Alien has left.

NOTE: If more than one Alien is present, the energy will be divided between them. Any undestroyed Aliens will fire back at you.

HINT: Use a note pad and pencil to calculate the minimum energy required to destroy Aliens.

12. DAMAGE

Aliens in your quadrant will fire on you only after they detect a maneuver on your part. Their sensors are unable to detect when you use the STATUS or GALAXY MAP, so these are the only "free" moves. All other actions antagonize the Aliens to return fire, which can damage one of five ship functions:

LAUNCHER
PHASORS
ENGINES
SR SCAN
LR SCAN

Your STATUS Report will show "OK" if a function is undamaged. If damaged, a negative number will show how many STARDATES must be used up before that function is repaired. For example, if a ship function shows -3, then three STARDATES must be used up before you may use it again.

Docking at a starbase repairs all damage to your ship, regardless of STARDATES. If you try to use a damaged ship function, the computer will respond with a buzz and the command will not be entered.

Your ENGINES are a special case when it comes to damage.

1. You cannot leave a quadrant with damaged ENGINES.
2. To fix damaged ENGINES, enter a WARP command for the same number of quadrants as STARDATES needed to repair the damage.
3. Instead of moving quadrants, your ship will move only the number of **sectors** you entered for quadrants.
4. Although STARDATES and ENERGY will be deducted, your ENGINES will be repaired and you can leave the quadrant.

13. STATUS REPORT

		STATUS
STARDATE	11	Number of stardates left to destroy all Aliens
ALIENS	08	Number of Aliens left in the galaxy
ENERGY	1250	How much energy your ship has left
PHOTONS	8	How many photon torpedoes you have left
		DAMAGE
LAUNCHER	- 3	Photon torpedo launcher
PHASORS	OK	Phasors
ENGINES	OK	Ship engines for using WARP command
SR SCAN	OK	Short Range Scan
LR SCAN	OK	Long Range Scan
		LOCATION
QUADRANT	4, 4	Which quadrant you're in
SECTOR	7, 3	Which sector of that quadrant you're in

DAMAGE — 1. OK = no damage
 2. - 3 = you must use up 3 STARDATES to fix, or dock at a starbase for repair

NOTE: Calling up the STATUS Report does not use any ENERGY or STARDATES.

14. STARBASE DOCKING

Docking at a starbase repairs all damage to your ship. This procedure provides you with a new supply

of ENERGY (3000 units). It also replaces all 9 of your PHOTON Torpedoes.

To dock at a starbase, WARP to the same quadrant and sector as the starbase. This places you virtually on top of the starbase.

There are always two starbases in the galaxy. Starbases are randomly placed

at the beginning of each mission. They never move and they are never destroyed.

If your ship receives damage while you are docked, you must move off the starbase and then back onto it for repairs and refueling.

15. ALIENS

All Aliens start each mission with 99 units of energy. If you leave an Alien in a quadrant and then return later, he will be refueled to 99 units of energy (if damaged) and it is very likely that he will have moved.

When you are in a quadrant with an Alien or Aliens*, you and the enemy take turns:

1. You WARP into a quadrant containing an Alien, then use your SR SCAN to find him—
2. The Alien will then fire at you.

3. You execute another command—
4. The Alien fires again.
5. You execute another command—
6. The Alien fires again, and so on.

Each time an Alien fires at you, you receive a report on how much of a hit you took and from which Alien, as well as how much ENERGY you have left.

*If there is more than one Alien in a quadrant with you, each Alien takes his turn before it becomes your turn.

16. MISSION SUMMARY

You now have all the vital information necessary to begin your first missions into space. Remember that STARDATES are finite or limited for each mission. If you run out of STARDATES

without destroying all the Aliens, your mission will be unsuccessful.

Along the same line of thought, don't waste your WARPS. They cost you

STARDATES, which are one of the most important mission factors you have to deal with.

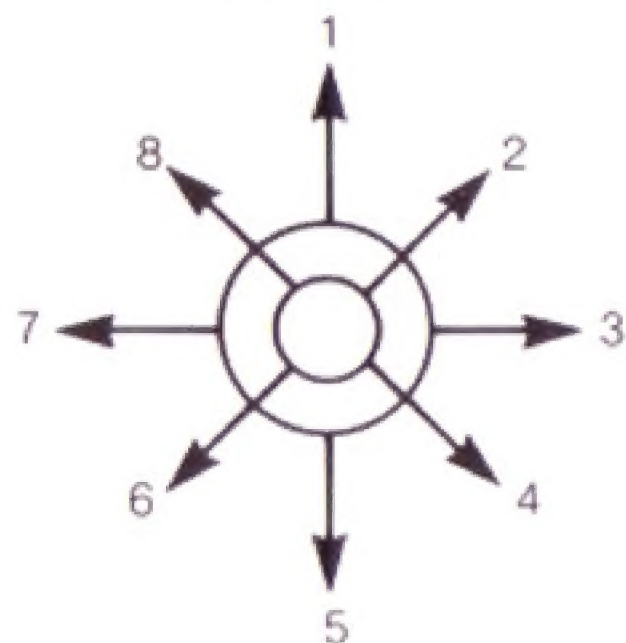
Check your STATUS Report and GALAXY MAP often. They do not cost you any time (STARDATES) or ENERGY, and they are important sources of information.

Keep in mind where the starbases are and use them strategically as you journey through the galaxy. Also, don't be in a hurry making your commands. Careful thought along with some minor calculations will be valuable assets in your missions. Good luck and see you in space.

17. COMMAND SUMMARY

SHIP FUNCTION	COST
GALAXY MAP	FREE
STATUS	FREE
PHOTON	PHOTON & TURN
PHASORS	ENERGY & TURN
WARP	ENERGY, STARDATE(S), & TURN
SR SCAN	TURN
LR SCAN	TURN

COURSE



SCREEN COLORS

GREEN = empty
 RED = Alien
 GREY = Starbase

